**Team Meeting Minutes 33**

Date: 26th Oct 2012

Time: 17:00 – 19:00

Venue: SIS GSR 3-2

**Attendees:**

1. Hong Weichun Wilson
2. Benjamin Tay Kai Long
3. Nur Camellia Binte Zakaria
4. Toh Yong Yeow
5. Lim Chuwei
6. Larry Lin Jun Jie

**Agenda:**

1. Discuss on making the game “juicy”
2. Discuss on project plan
3. Discuss on obstacles arrangement

**Issues discussed:**

After the first meet up with our mentor, they suggested us to add in more visual effects to the game so that it would be more engaging. We will be adding visual effects to all the obstacles and some status updates.

As such, we need to adjust our project plan. We will be mainly focusing on improving the game experience rather than expanding the game.

Then we will also be looking into staggering the appearance of obstacles so that the challenging obstacles will appear at a later distance.

**For more details please refer to the project plan.**

The meeting adjourned at 19:00H.

**Prepared by:**

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